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Term of the Day
routing switch

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data structure

In programming, the term *data structure* refers to a scheme for organizing related pieces of information. The basic types of data structures include:

- files
- lists
- arrays
- records
- trees
- tables

Each of these basic structures has many variations and allows different operations to be performed on the data.

See Also:

· array · file · heap · list · record · stack · tree structure

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Variables and Data Structures
This is Chapter 5 of Randall Hyde's book, "Art of Assembly Language." It discusses how to declare and access scalar variables, integers, reals, data types, pointers,arrays, and structures in an assembly language program. Updated on Aug 5, 1998

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